WHAT IS CLAIMED IS:

1.   A recording medium having recorded therein a program and data used on a program execution system which comprises a program execution device for executing various programs,

5   at least one operational device for allowing a user to enter an operation request as an operational instruction into the program execution device, and a display device for displaying an image output from the program execution device;

wherein the program comprises a step of generating a

10   virtual game character based at least on appearance and personality parameters of the virtual game character entered according to the operational instruction by the user.

2.   The recording medium according to Claim 1, wherein the

15   step for generating the virtual game character comprises a step of displaying an appearance selection screen for displaying one appearance selected from a plurality of appearances, and motion selection icons for allowing the virtual game character having a selected appearance to move.

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3.   The recording medium according to Claim 1, wherein the program further comprises a step of displaying a personality setting screen for the virtual game character for which at least the appearance was selected.

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4.   The recording medium according to Claim 1, wherein the

program further comprises a step of displaying a screen for setting a conversation language for the virtual game character for which at least the appearance was selected.

5   5.   A recording medium having recorded therein a program and data used on a program execution system which comprises a program execution device for executing various programs, at least one operational device for allowing a user to enter an operation request as an operational instruction into the

10   program execution device, and a display device for displaying an image output from the program execution device;

wherein the program comprises a step of raising one or more virtual game characters displayed on the display device; and

15   the character raising step comprises a step of setting at least conducts of the virtual game character displayed on the display device based on the operational instruction by the user corresponding to a generated event.

20   6.   The recording medium according to Claim 5, wherein the character raising step further comprises a step of determining motion of the virtual game character based on the set conduct information.

25   7.   The recording medium according to Claim 5, wherein the character raising step further comprises a step of generating

an event for virtually marrying, through a network, the virtual game character under raising by the user to another virtual game character under raising by another user.

5 8.   The recording medium according to Claim 7, wherein the step for generating an event comprises a step of informing the user of a virtual game character who attained the marriageable age from one or more virtual game characters.

10 9.   The recording medium according to Claim 7, wherein the step for generating an event comprises a step of generating an event for arranging a premarital interview between the virtual game character raised by the user and another virtual game character raised by another user.

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10.   A computer-readable and -executable program used on a program execution system which comprising a program execution device for executing various programs, at least one operational device for allowing a user to enter an operation

20 request into the program execution device, and a display device for displaying an image output from the program execution device;

wherein the program comprises a step of generating a virtual game character based at least on appearance and

25 personality parameters of the virtual game character entered according to an operational instruction by the user.

11.   A computer-readable and -executable program used on a
program execution system which comprises a program execution
device for executing various programs, at least one
5   operational device for allowing a user to enter an operation
request into the program execution device, and a display
device for displaying an image output from the program
execution device;

wherein the program comprises a step of raising one or
10   more virtual game characters displayed on the display device;
and

the character raising step comprises a step of setting
at least conducts of the virtual game character displayed on
the display device based on an operational instruction by the
15   user corresponding to a generated event.

12.   A program execution system comprising a program
execution device for executing various programs, at least one
operational device for allowing a user to enter an operation
20   request as an operational instruction into the program
execution device, and a display device for displaying an image
output from the program execution device;

wherein the program to be executed on the program
execution device comprises a step of generating a virtual game
25   character based at least on appearance and personality
parameters of the virtual game character entered according

to the operational instruction by the user.

13.   A program execution system comprising a program execution device for executing various programs, at least one operational device for allowing a user to enter an operation request as an operational instruction into the program execution device, and a display device for displaying an image output from the program execution device;

   wherein the program comprises a step of raising one or more virtual game characters displayed on the display device; and

   the character raising step comprises a step of setting at least conducts of the virtual game character displayed on the display device based on the operational instruction by the user corresponding to a generated event.

14.   A program execution device for executing various programs, to which an operational device for outputting user's operation request and a display device for displaying images are connectable;

   wherein the program comprises a step of generating a virtual game character based at least on appearance and personality parameters of the virtual game character entered according to an operational instruction by such user.

15.   A program execution device for executing various

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programs, to which an operational device for outputting user's operation request and a display device for displaying images are connectable;

wherein the program comprises a step of raising one or more virtual game characters displayed on the display device; and

the character raising step comprises a step of setting at least conducts of the virtual game character displayed on the display device based on an operational instruction by the user corresponding to a generated event.